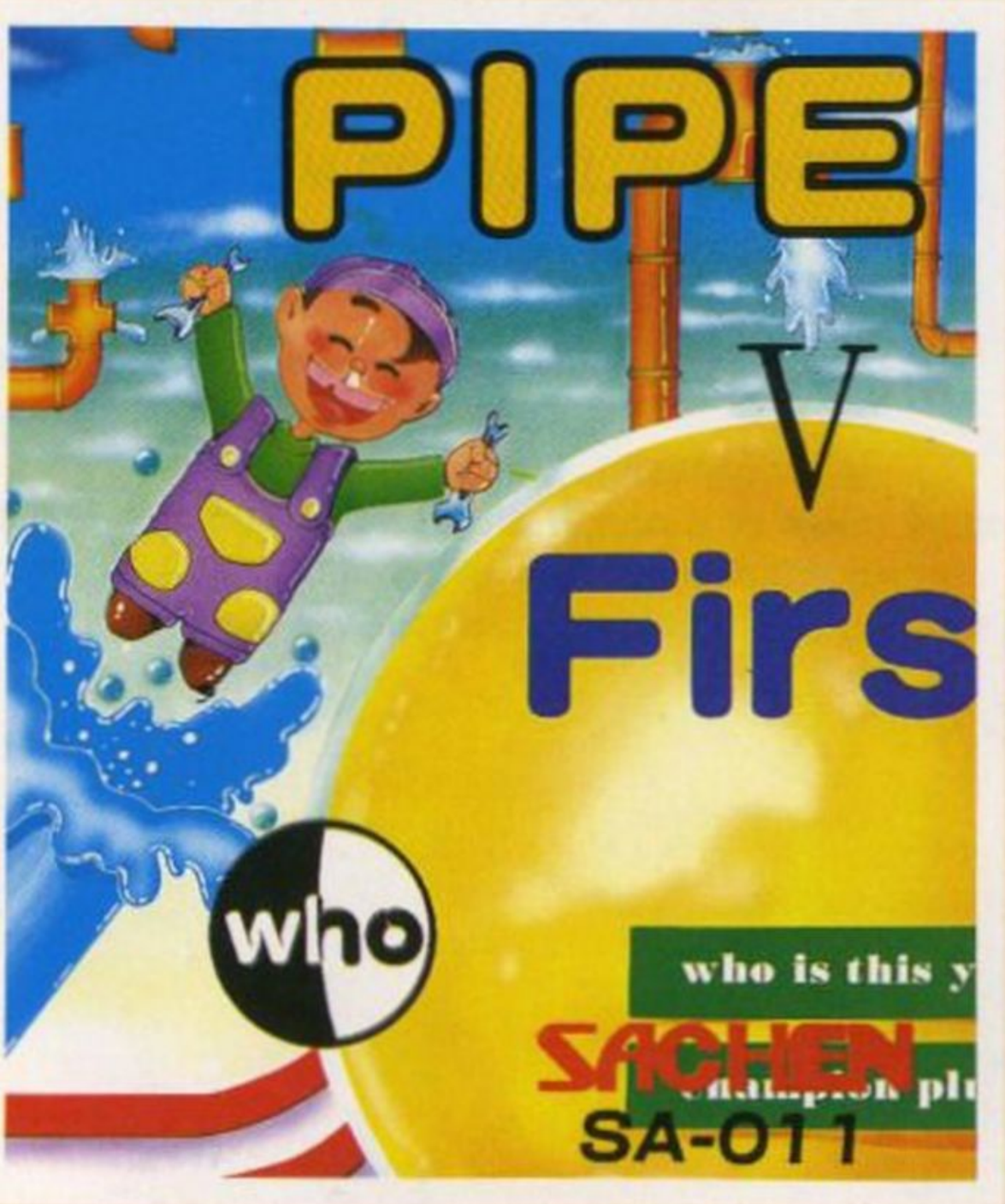
SACHEN



SA011

PIPE V

PIPE V CONTROL SUMMARY

Control Pad Arrows:	Move the pipe in the indicated direction.
Button B:	Put down the pipe.
Button A:	Increase the speed of floating water.
Button A + Button B:	Use Button A and Button B to select another group of pipes.
Start Button:	Starts the game. Also freezes the game.
Select Button:	Selects option on the screen. Also go up or down another floor.

PIPE V.

I. INTRODUCTION

If we have had a chance to return to childhood, we would may choose a different career. There is a dream to play another role in everyone's subconscious. This game provides you an opportunity to be a plumber. Good luck with your new career and have lots of fun.

II. OPTION

1. Players mode ---- (a). One player mode. (b). Two players mode. (c). Professional mode.
2. Level select ---- (a). Practice (b). Normal (c). Hard
3. Music select ---- (a). My teacher (b). Great race (c). Routine line

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo' system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use)

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television

6) Do not clean the cartridge with chemical agents.

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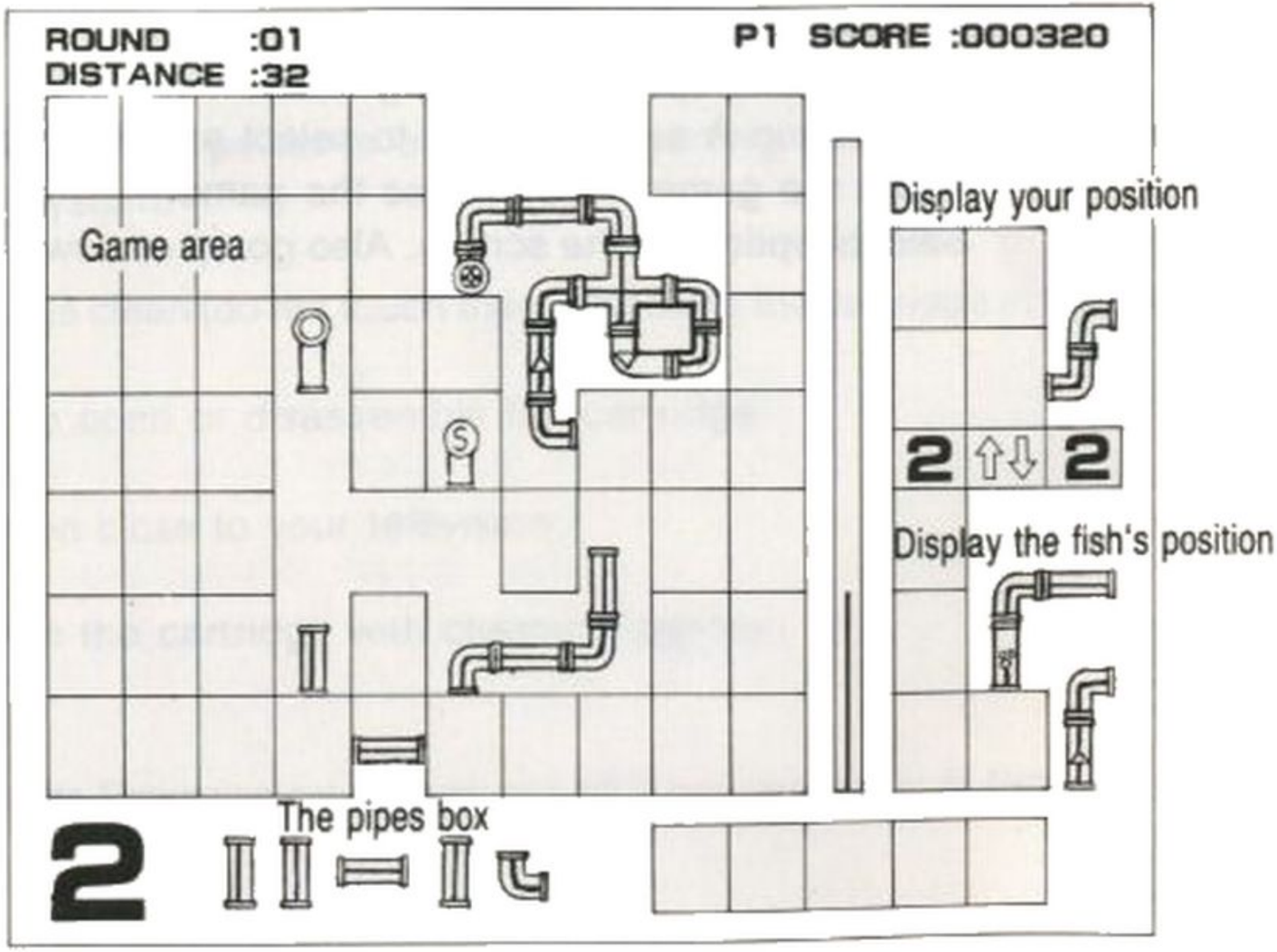
III. GAME CONTROL

Control Pad Arrow:	Move the pipe in the indicated direction.
Button B:	Put down the pipe.
Button A:	Increase the speed of floating water.
Button A + Button B:	Use Button A and Button B to select another group of pipes.
Start Button:	Starts the game. Also freezes the game.
Select Button:	Selects option on the screen. Also go up or down another floor.

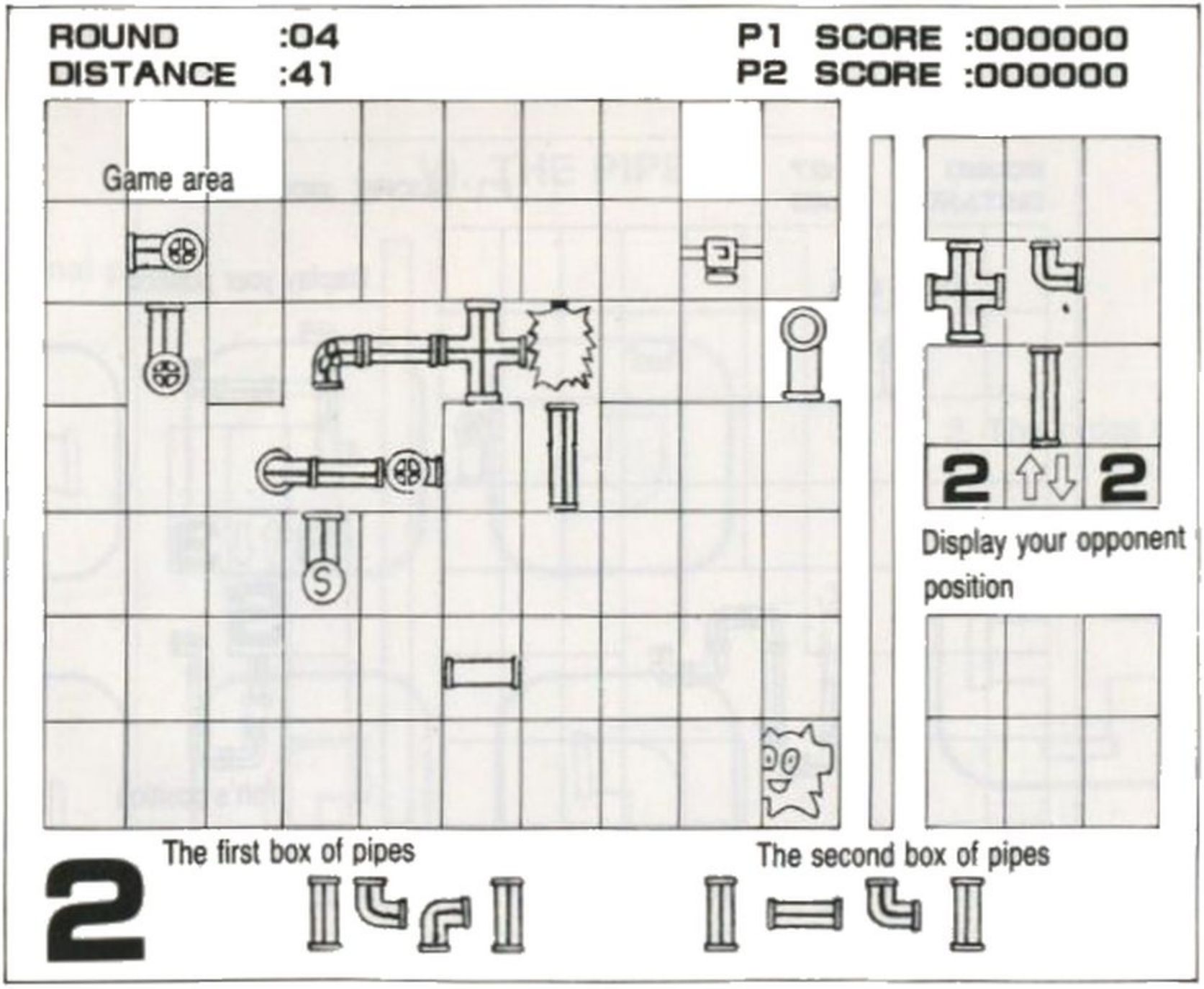
IV. GAME MECHANICS

There are a total of 48 rounds in this game and 3 stories in each round. You can select one to 3 modes and levels to suit you. In low level, you have to link 40 pipes for enter next round. The screen display for each mode is described below.

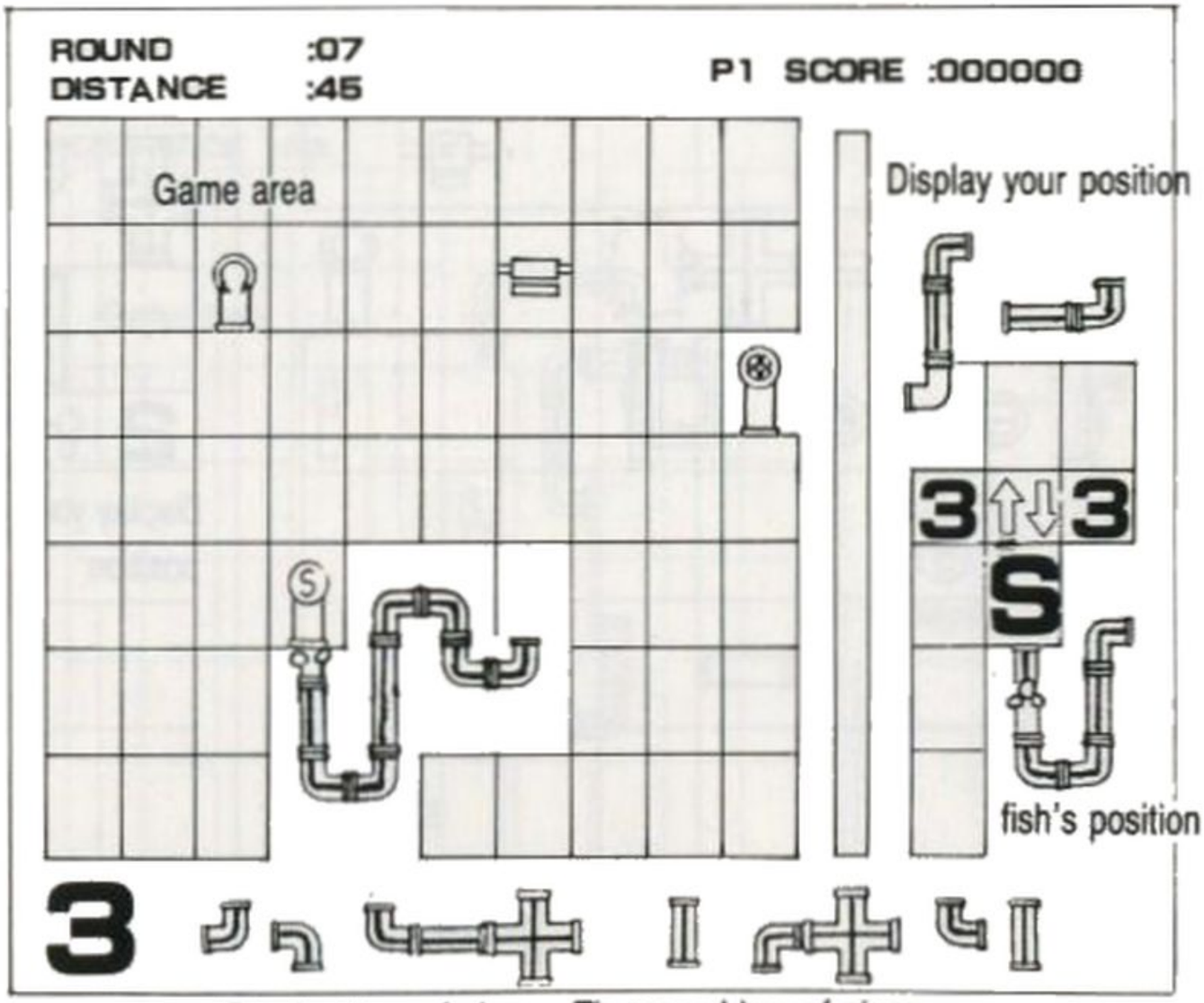
1. One player screen:



2. Two players screen:



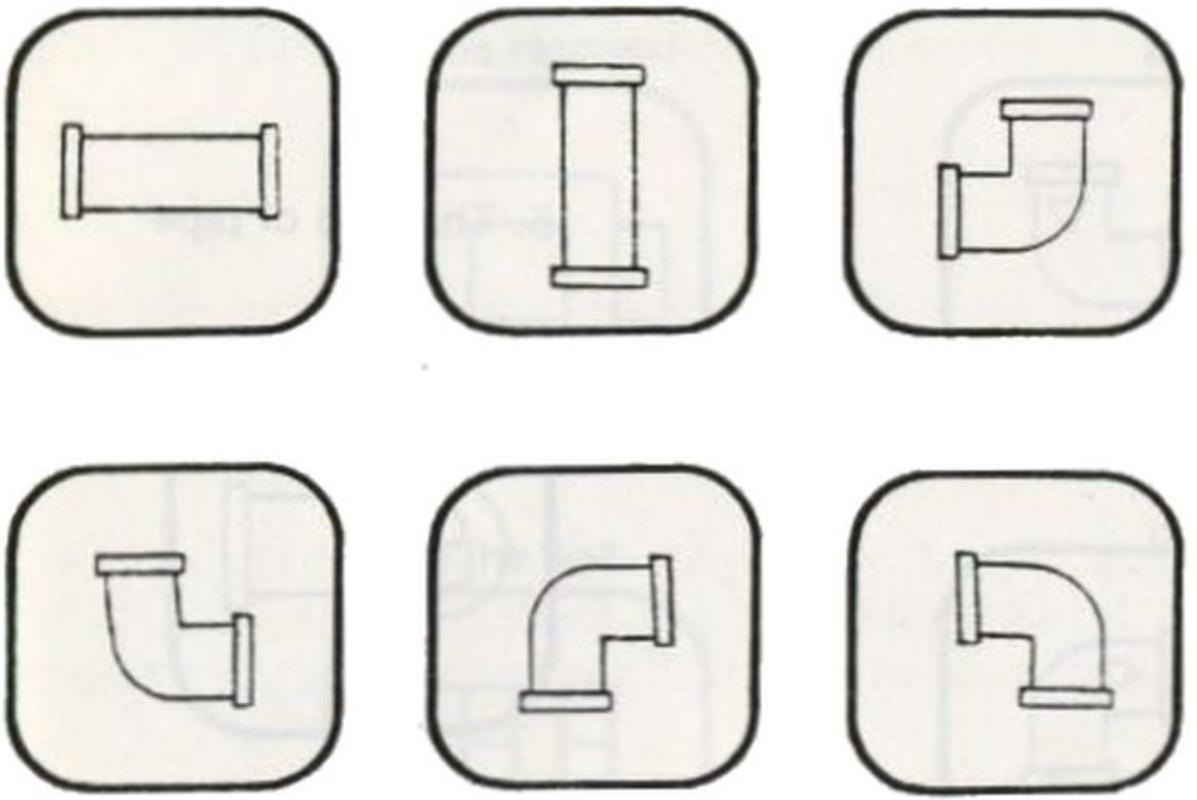
3. The professional screen:
   Press Button A and Button B to take the pipes from the left box.



4. The special screen:
   You will enter this mode after you have passed 3 rounds of the game.

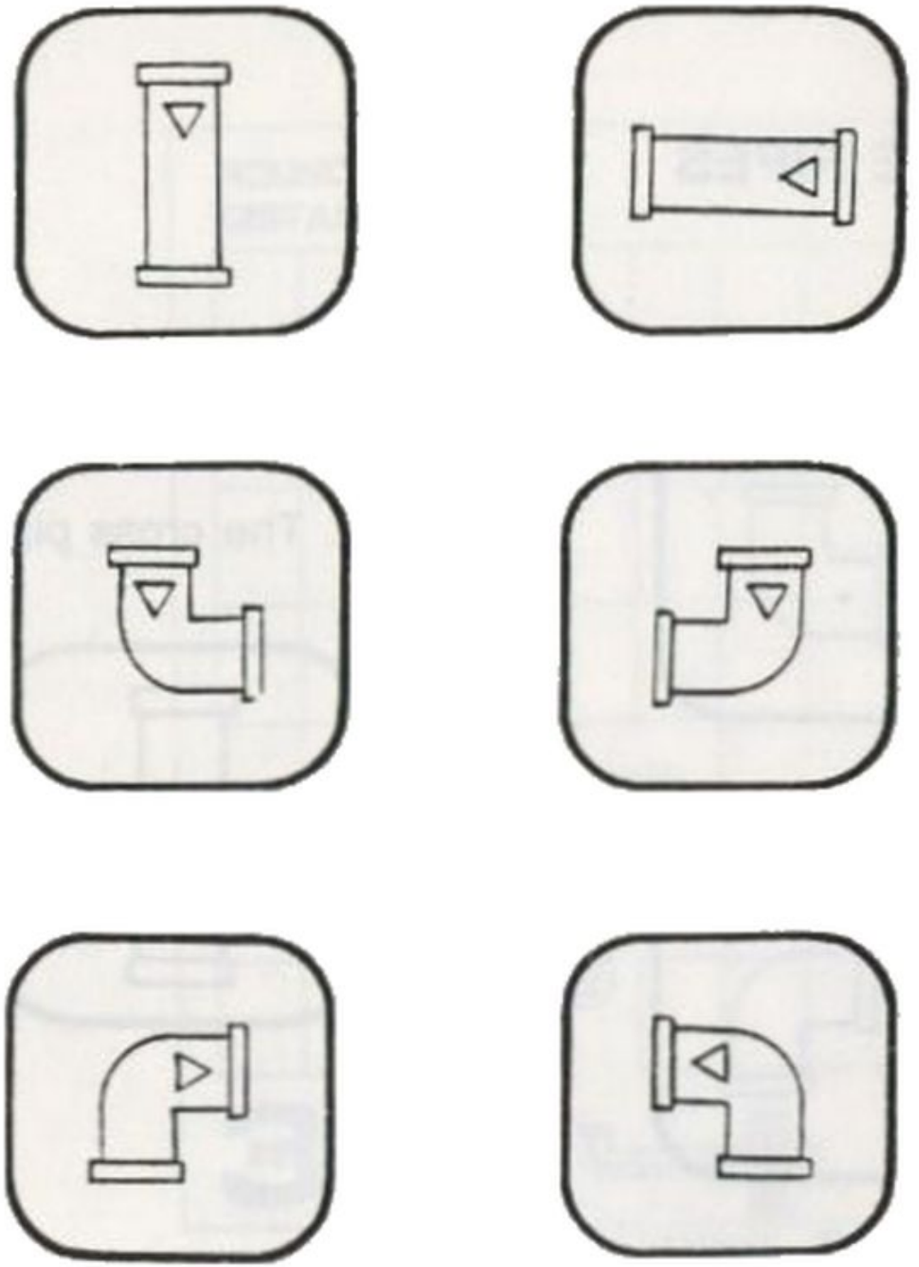
VI. THE PIPES

1. The normal pipes

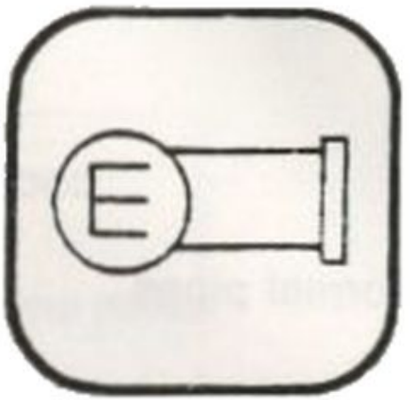


2. The cross pipe

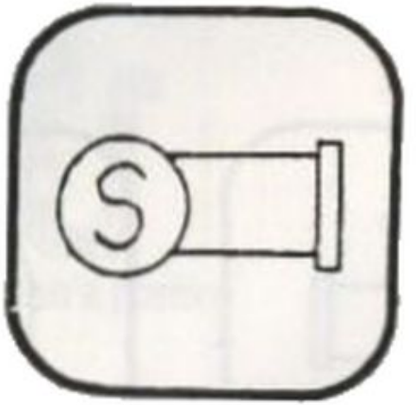
3. The direction pipes



4. The start of pipe

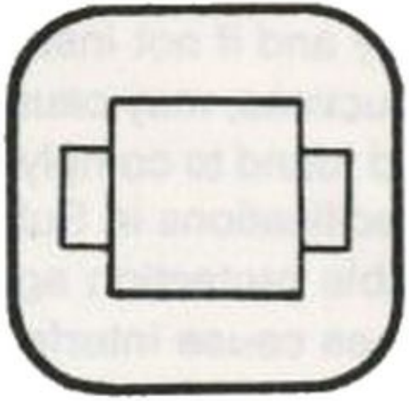


5. The end of pipe

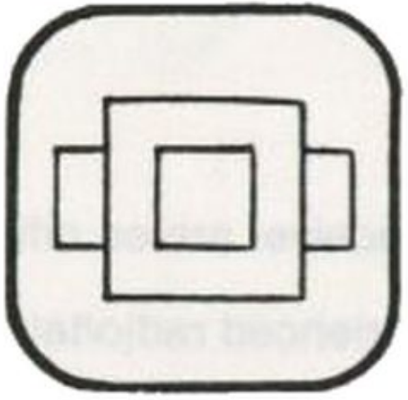


6. The special pipes

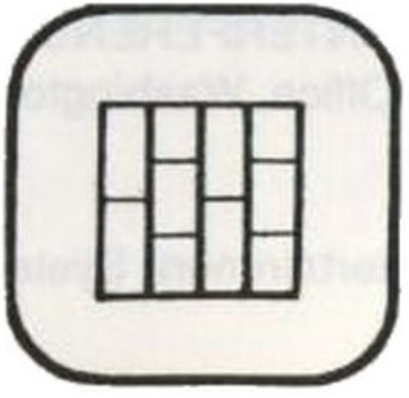
(1). The pipe with 200 scores



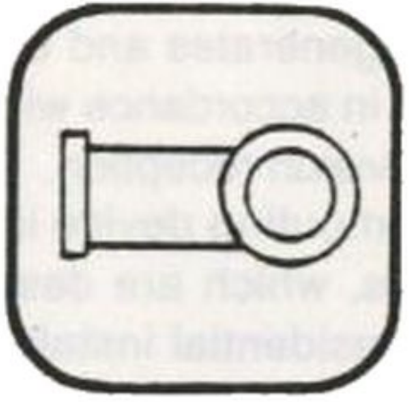
(2). The reservoir



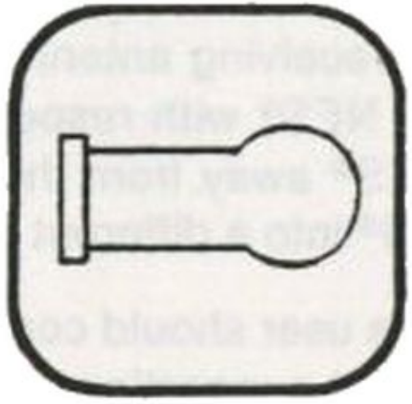
(3).The wall



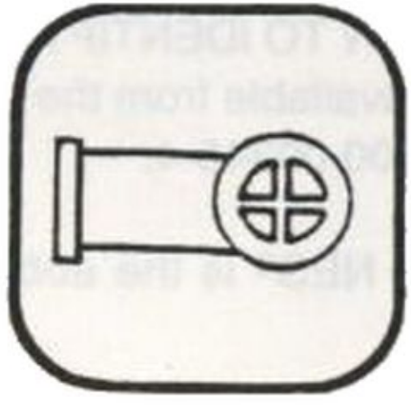
7. The up direction pipe



8. The down direction pipe



9. The pipe with water out



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock N. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE

SACHEN